

## ABSTRACT

A communication game equipment is provided, which is capable of implementing a system for performing real time communication multiplayer communication and real 5 time management monitoring communication while concurrently keeping an equipment load level. The communication game equipment including a main system having a main CPU, which controls execution of games by game programs; and a communication sub-system having a 10 sub-CPU, which executes a plurality of different communication function tasks, wherein the communication sub-system is provided with a shared memory accessible by the main CPU and the sub-CPU, the communication sub-system having a resource management task function, which manages 15 resources of the shared memory for the plurality of different communication function tasks.